

## Supplementary material

Table S1. Description of the WMT provided by NeuroNation (Synaptikon GmbH)

	Task	Description
	Warm-Up	Path Finder Forward
		A sequence of dots gets connected. The sequence has to be memorized and re-clicked following that order. The sequence lengthens with progressing level of difficulty.
1	Path Finder Backward	A sequence of dots gets connected. The sequence has to be memorized and re-clicked in the reverse order. The sequence lengthens with progressing level of difficulty.
2	Shuffler	Symbols of the face-up cards have to be memorized. The cards will then be shuffled and the location of the memorized cards has to be determined. The number of cards and to be memorized symbols increases with progressing level of difficulty.
3	Memory interrupted	Simple math equations have to be solved mentally. Afterwards, it has to be stated whether a shown result is correct. Meanwhile, letters and numbers are shown that have to be recalled later. The math equations get more complex and the sequence of letters and numbers lengthens with progressing level of difficulty.
4	Memoflow	A sequence of symbols is presented. When the current stimulus matches the symbol n-steps back, a button has to be pressed. The load factor n increases with progressing level of difficulty.
5	Parita	A sequence of symbols is presented visually and a sequence of numbers auditory. When the current symbol matches the symbol n-steps back, a button has to be pressed. The load factor n increases with progressing level of difficulty. Simultaneously, it has to be determined whether the number heard corresponds to the one memorized in the beginning.
6	Memobox	It has to be observed how many balls leave and enter a box. After each trial, the number of balls of the same color in each box has to be entered. The number of movements increases with progressing level of difficulty.
7	Turnabout	Symbols on a grid card have to be memorized. After one or more rotations, their locations have to be indicated by clicking on the grid position. The number of symbols and rotations increases with progressing level of difficulty.
8	Polaroid Picture	A number of symbols appears successively in a grid. The positions of all the briefly shown symbols have to be remembered and indicated by clicking on the grid position. The number of symbols increases with progressing level of difficulty.